

Zine-ic

and

Ziln

In this issue:

**Issue 1
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Rumpus Roll-Tables

What's in the shop?

Guilds of Bardonia

Acrobatics

Zeno of Garris

Items of Wonder

ALL ABOUT RUMPUS

The Rumpus are the green tough skinned brutes of the Mortal Realm. Long ago they were the Apex, an elite race that combined strength and intelligence to protect the world. Now all that remains of the Apex in rumpi is their elite strength. Being on average 50% stronger than a ziln commoner. Rumpi have many strange traits due to their strange creation.

Rumpus start with a minimum of 15 strength, any lower would be considered feeble and unfit by almost all rumpus. It's also not uncommon to see a rumpus with less strong legs. A player may choose to lower his ST score as long as they raise their arm ST to at least 15.

Intelligence for a rumpus is capped at 8 making them nearly as dumb as monkeys on the high end. Very few magical artifacts can raise this, as well some *mutations* can up them past this cap, typically with a caveat.

Some other exotic features exist for rumpi that don't need to be put on a stat block. These include an underbite along with large dull protruding teeth, their trademark green skin, and their lack of hair. In addition rumpi rarely know how to read or write and are often socially inept, this however is up to the player.

Rumpus [-15*]

Attributes: ST +5[50]; IQ -3[-60]; HT +2[20]; Will + 1[5]; Basic Speed -1.5[-30]

Advantages: Spirit Neutrality**[20]; Damage Resistance 1 [5];

Disadvantages: Short Lifespan 1[-10]; Social Stigma Monster[-15]

**Rumpus must roll at least once on the Mutation tables, this will change the cost of character.*

***Spirit Neutrality makes spirits react with no negative or positive, more human-like spirits are exempt from this rule.*

Because Rumpi are not naturally made, they often have mutations. These mutations can manifest in many ways. A GM should allow a player to pick one himself if he choses, but if he does this the player must then roll a negative mutation.

D6 ROLL

1-5

6

Mutation Type

Physical

Mental

Physical Mutations

D10 Roll

1

2

3

4

5

6-9

10

Mutation

Additional Limb

Teeth

Natural Armor

Size*

Claws

Physical Stat**

Super Exotic Ability

**Size can only take you up 1 SM and down 2 SM; No need to roll quality, roll a D6: 1 -2SM; 2 -1SM; +1SM*

***Physical stat should be randomly rolled between ST, HT, HP, and Move. You do not have to spend the points on the base abilities, you can instead buy related abilities like Arm ST.*

Mental Mutations

D10 Roll

1

2

3

4-5

6-9

10

Mutation

Telepathy

ESP

Psionic Defense

Telekinesis

Mental Stat*

Super Exotic Ability

**Mental stat should be randomly rolled between IQ and Will; A GM may allow you to just take IQ.*

Quality

D6 Roll

1-2

3-4

5

6

Points

-5

5

10

20

What's for Sale?

You enter into Barroth's Trade house in a town a few days away from Bardonia. It's a small house with a pile of barrels and crates outside.

"Hello there my friend, what are you in search of," the old zenic man exclaims. Looking from behind a table, clearly excited at your entrance.

You take a look around his many shelves, baskets, pots, and crates full of goods. You even take a look at his livestock which he offers for trade or money.

Item	Price	Weight
Copper Ingot	100 cp	1 lb
Bronze Axe	400 cp	2 lb
Stone Hammer	250 cp	4 lbs
Flint Scraper	100 cp	.2 lbs
Clay Pot	120 cp	4 lbs
Dec. Clay Pot	400 cp	6 lbs
Linen Tunic	400 cp	1 lb
Wool Blanket	600 cp	4 lbs
Leather Sandal	140 cp	2 lbs
Leather Belt	80 cp	.5 lbs
Bone Beads	30 cp	.05 lbs per
Dried Mutton	130 cp	2 lbs
Dried Beef	100 cp	2 lbs
Salt (Pouch)	150 cp	.5 lbs
Wood Bowl	30 cp	.5 lbs
Leather Pouch	50 cp	.3 lbs
Thyme	40 cp	.1 lbs per bunch
Willow Bark	70 cp	.1 lbs per bunch
Fishing Net	80 cp	1 lb

Animals and Conversions

Animal	Price
Cattle	750 cp
Calf	150 cp
Sheep	200 cp
Lamb	75 cp
Goat	100 cp
Kid	20 cp
Pigs	250 cp
Piglets	50 cp
Chicken*	15 cp
Rabbit	15 cp
Goose	40 cp

Coins	Conversion
1 br	10 cp
1 sp	10 br
1 gp	10 sp

**Chickens are often used as currency in tribes without smithing. Of course these towns would accept any good barter.*

Of course you know a trade house like this has more to offer than just items. Barroth for instance has connections to several tribes and many shamans. He has also heard rumors of many things, abandoned cretic structures, lost artifacts, demons, revenants, and much more.

All good Adventurers know the true value of an information broker.

Barroth - ST 10; DX 8; Merchant 14;

GUILDS OF BARDONIA

Guilds make up the backbone of work and politics in Bardonia. Anyone worth their fluff is in a guild. Guilds vary greatly in function but almost all guilds have a few shared traits. The first being a ranking system, All guilds have their own ranks and a commoner must start at the lowest tier of the ranking. Secondly all guilds have guild centers, this may be a place of trade, housing, and/or finding work. Of course a guild center could be much more. Lastly, all guilds have perks for being in them, there may also be negative effects like fees and rules, but generally a guild is a positive thing to join.

Carpenter's Guild

The Carpenter's Guild is the most powerful guild in all of Bardonia. Its political power is only beaten by the king and the high-council. They have one of the largest hoards of wealth and several guildhalls spread across Bardonia and other Bardic kingdoms.

Rank

0	Commoner
1	Apprentice
2	Artifex
3	Master
4	Guild Master

Apprentices are brought on as a worker under a Master carpenter typically at a young age, 12-16. They receive no real benefits from the guild aside from entrance to a guildhall, which could help them find work. They are still required to pay fees to the guild, the fees can fluctuate but are usually around 1 gold a year.

Apprentices can become an Artifex through 3 years, sometimes more, of apprentice work. A master must vogue for their quality, the guild makes the final decisions of course.

Artifex are allotted a lot more in terms of perks. They are given a place to stay whenever in the city, access to carpenter's loans, cheaper pricing on carpenter goods such as carts and planks, and respect from all other members of the guild. An Artifex may open up their own shop but it is not allowed to work for any other guild or royal court.

An Artifex can become a Master through many years of work under the guild, typically 15-40. Mastery is not handed out to all members and a test of quality must be shown in the means of a master work. New masters are commonly thrown parties and given gifts, a common gift is a car ox. Mastery is the highest rank a normal man can acquire although many guild positions, like treasurer and enforcer, can raise your status with the guild even higher.

Many benefits are given to Masters, of course they are given all prior benefits as well. Firstly, they are provided nicer stays, having 'Master Bedrooms' for those who need a place to stay. They are also invited to private auctions, often for the belongings of now deceased master carpenters. There are many social benefits to being a Master as well the respect of common man and of other artisans, More frequent and higher paying jobs, and the ability to do work for other guilds and royalty are just some of the social perks becoming a master may provide for you. Of course masters are also given cheap laborers in the form of apprentices.

There is a deep history to the carpenter's guild, it of course being started as a way to make ships. It was one of the first things King Eobard commanded as a king. For the longest time the guild would make roofs but not buildings, but in the modern age they make most homes as well. This guild encompasses not just carpenters, anyone who works with wood can join the guild under the right circumstances.

Potter's Guild

Working with clay is the most ancient art form for the zenic people. They did it while in the heavens and they have continued since they made their landing in the mortal world. The potters guild was one of the first guilds to start in bardonia, as the king and others needed ways of storage and decoration. Clay was perfect for this, but of course over the years more uses for clay have been found. Vases, Pots, Pipes, Roofs, Bricks, Sculpture, Ovens, Masks, Casting, Plaster, and far more.

The potters guild is very powerful but it doesn't leverage this power. They are calm and slow working, but still paid very well. They are more stingy with their recruiting compared to other large guilds although they still have thousands of members. They are especially stingy when it comes to recruiting Ziln folk, still many work for the guild. The lack of ziln has led to the lack of clay products in the outer rings of Bardonia.

Rank

0	Commoner
1	Apprentice
2	Artisan
3	Master
4	Guild Master

Apprentices are most commonly brought on through family. Working with clay is a high skill job and being born into the trade makes it a lot easier. It's also deeply cultural for the ziln so making sure that it is done 'right' is crucial for the art.

Apprentices are granted access to bulk clay sellers and information from those higher ranking members. There are a lot of secrets when it comes to the art of clay working. Apprentices most often work as helping hands to artisans and masters. When a master decides an Apprentice is good enough they turn them into an artisan.

Artisans work on smaller projects still often serving under a master or serving under a patron. A patron could be royalty, or another rich folk who requires constant upkeep of their art and also wants new art.

Artisans have a few more perks compared to an apprentice. They can be invited to put their private pieces in auctions, such as the royal auctions and guild auctions. These personal pieces can sell for a lot of money. Potter's guildhalls also have large kilns which can be used by any artisan or master. They can also contribute to guild projects and commissions, which will give them some money and get their name out. Access to premium clays, glazes, tools, and other helpful assets for a clay-worker.

Very few artisans ever become a master. In order to do so you must make a masterwork so great it appeases the king. It is rare that a king picks up or even looks at an artisans work, he most often buys from the masters. If the king deems your piece worthy then you are promoted to Master.

Becoming a master grants no further benefits aside from respect from both guild members and outsiders. Master is the highest rank a common man can achieve. It can often lead to relationships with nobles and others in high society. It often allows a member to sell their pieces for 10x the common price or more depending on your reputation as an artist.

I may return to this topic in a later issue, there are many more guilds to discuss. Some may include bakers, assassins, ninja clans, etc.

SKILL OF THE MONTH: ACROBATICS

Acrobatics is the skill for all things an acrobat may do. For instance it could be a tightrope walk or swinging from a rope. Any strange trick that heavily relies on your dexterity falls under this skill.

Why would my character want this skill? Well, acrobatics allows you to do acrobatic dodges, large jumps, and many more fun movement options. These fun movement options are only multiplied if you take the special versions of this skill, *Aerobatics* and *Aquabatics*. *Aerobatics* requires you to be able to fly, this could be a glider, wing, or chi powers, regardless of how it allows you to perform spins and tricks whilst in air. While *Aquabatics* allows you to similarly epic moves in water. This skill is not for every adventuring character, but a character who loves getting the edge in and out of combat via movement should definitely take this skill.

Some examples of characters who are based around this skill will be listed below.

Travelling acrobat - Works in a travelling circus, he excels in flips and acrobatic tricks.

The monk - raised in a monastery in the mist, trained using the martial arts of the apex

Cordillerian thief - A small mousefolk who uses his small stature and rolls to steal and stab commoners

The dancing bard - A great performer who also knows how to move his body, you know what i'm sayin'.

MORTAL FOLK:

ZENO OF GARRIS

Zeno grew up in the great city of Garris, a portside city in the bardic belt. His parents are Piscators, fishers, who take small boats out and catch large amounts of small fish with nets. Zeno is 16 and looking to explore the bardic belt to find his calling. Of course growing up on a boat made him great with rope and at balancing, it also made him great at swimming. His life has been mostly normal asides from losing his brother and nearly his own life to the song of a siren.

Attributes

ST 11, DX 16, IQ 11, HT 13

Speed: 7.25, Move: 8

Dodge: 11, Parry -, Block -.

Advantages

Absolute Direction, Acute Vision 2, Ambidexterity, Claim to Hospitality(Fishers of Garris), Combat Reflexes, Fearlessness 1, Flexibility, High Manual Dexterity 1, Perfect Balance.

Disadvantages

Compulsive Carousing, Mundane Background, Nightmares, Reluctant Killer.

Skills

Acrobatics-18, Aquabatics-16, Area Knowledge(Seaside Garris)-11, Boating-16, Breathe Control-12, Carousing-14, Climbing-15, Cooking(Fish)-10, Dancing-15, Fast-Talk-13, Fishing-15, Games(Mankala)-12, Hidden Lore(Siren)-10, Knot Tying-16, Lasso-15, Spear-11*, Merchant-10, Streetwise-13, Swimming-16.

**defaulted skill*

ITEMS OF WONDER

Living Moss Netting

Living moss netting is a common magical item used by the forest folk. This netting is useful for restraining enemies. It appears as a tight sheet of rich green moss. It varies greatly in size, and can be attached to other living moss nets to increase its size.

This netting will self heal 3 HP per day, or attach to another net within a day. This item has more opportunities for friends of the *Living Moss Spirit*, a large man shaped spirit constructed of the living moss. Those with any amount of devotion to him are able to command the moss to entangle using any number of keywords. *Wrap, Entangle, Close, etc.* The Moss has 15 ST for use with binding an opponent modified by SM. The GM rolls ST vs Victim's DX+2 or ST. The health of the moss depends on the size, when it reaches zero it can no longer bind but can still heal back up.

SM	HP
-2	4
-1	6
0	8
1	10

Shoe's of Orruk

These shoes are green and look to be made of leaves and other natural materials. They were once owned by the rumpus bowman Orruk and were crafted using many magic plants.

Wearing these shoes gives the user +1 Basic Move. If the wearer is a rumpus it grants +3 Basic Move.

Cretic Steel

Cretic steel is composed of a mix of natural materials and magic gems thrown into magma in the *Cretor Mountains*. This semi-rare material is incredibly useful for many tasks as it is easy to enchant and never dulls nor breaks. The material is also very hard to work, requiring the heat of lava to melt it. Due to the gems mixed within it is also easier to enchant.

*Rules for enchanting will be added in a later issue

Ring of Culture

A golden ring that fits around whatever body part the wearer desires. This ring was made by *Zenara* for *King Eobard*. The ring allows the wearer to speak and read almost any language as well as know the condition of the *City of Bardonia*. This ring is passed down through the royal family.

The ring grants the wearer the languages of Bardic, Cretic, Infernal, Scnicks, and Barbarian. The wearer can ask the GM at any time the condition of Bardonia.

Holy Flame

This flame burns bright and has amore yellow hue than most fires. The holy flame represents the heavens and was given to the flame bearer *Ild* during the great pilgrimage. The flame originates as part of the *Sun's* body. Now the flame is handed out to Bardic travellers so they can find safe passage home.

The flame always points toward *Bardonia* and will show the shadows of spirits within the light. This fire deals 2d+1 burn dmg per second when standing in it, making it useful for fire-benders. For use with firebenders it is considered a +2 dmg fire.